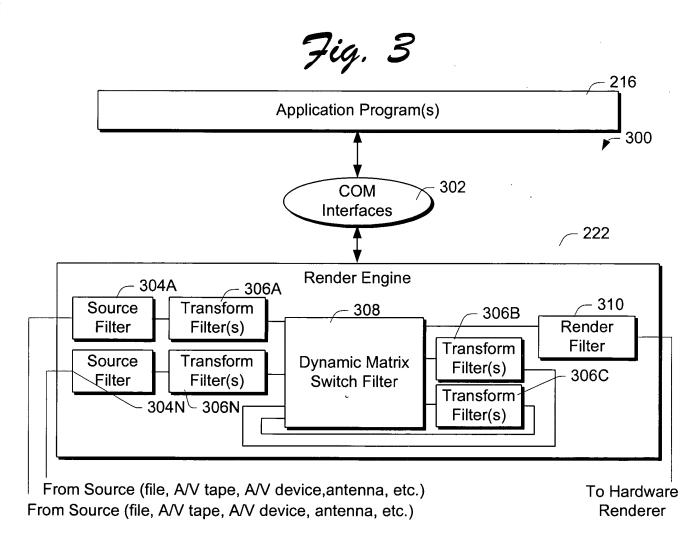
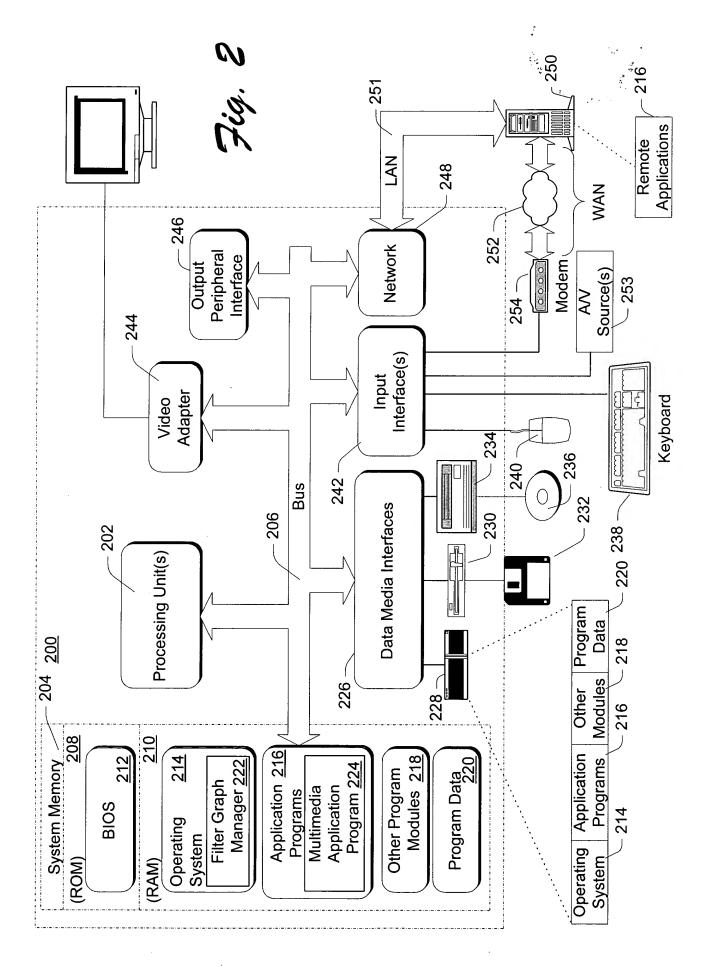
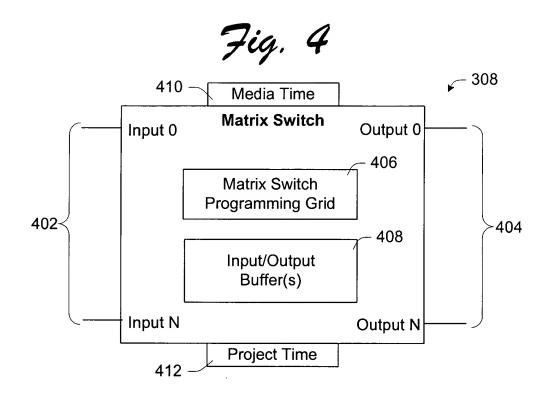
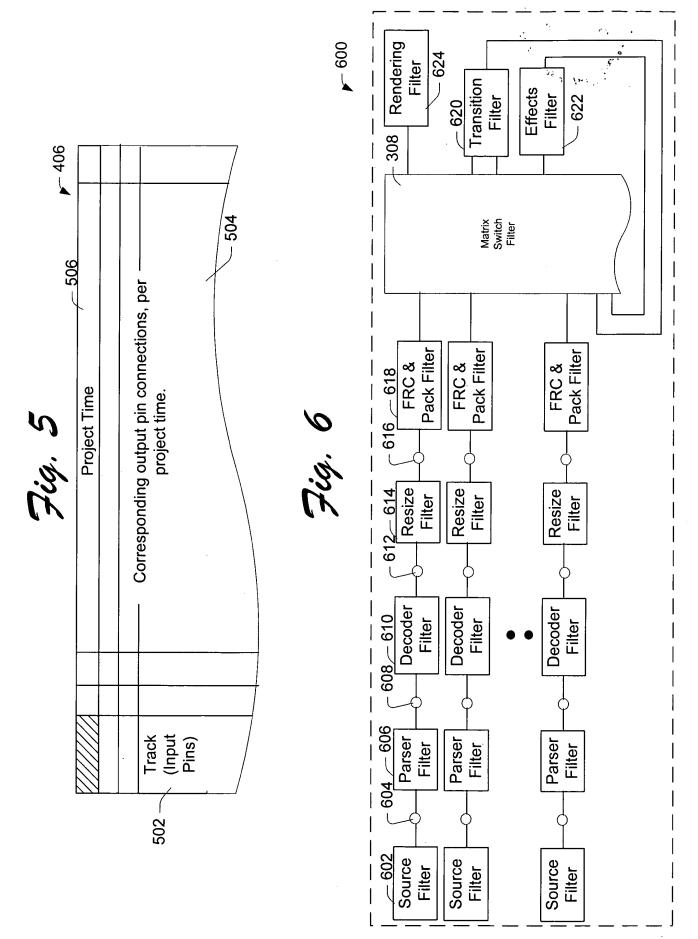
Fig. 1 **Prior Art** 100 108 Transform - 112 114 102 - 106 Filter A 104 Merger Render Splitter Source Source 1 Filter Filter Filter Filter **- 110** Transform Filter B

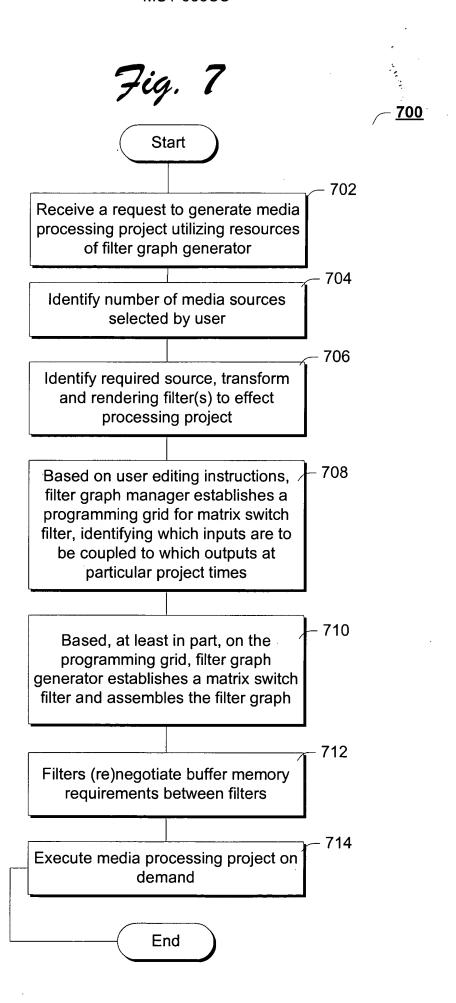


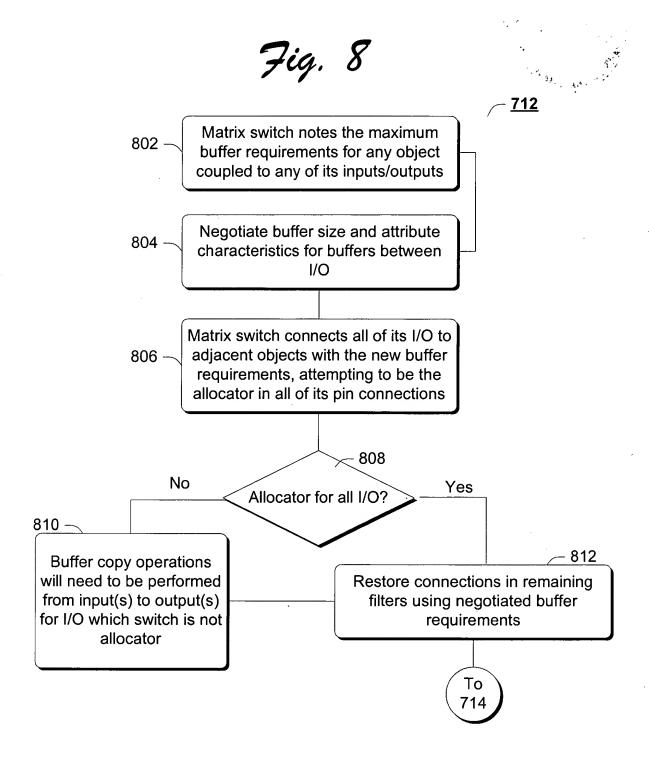




COVERD TOWNS HOLD







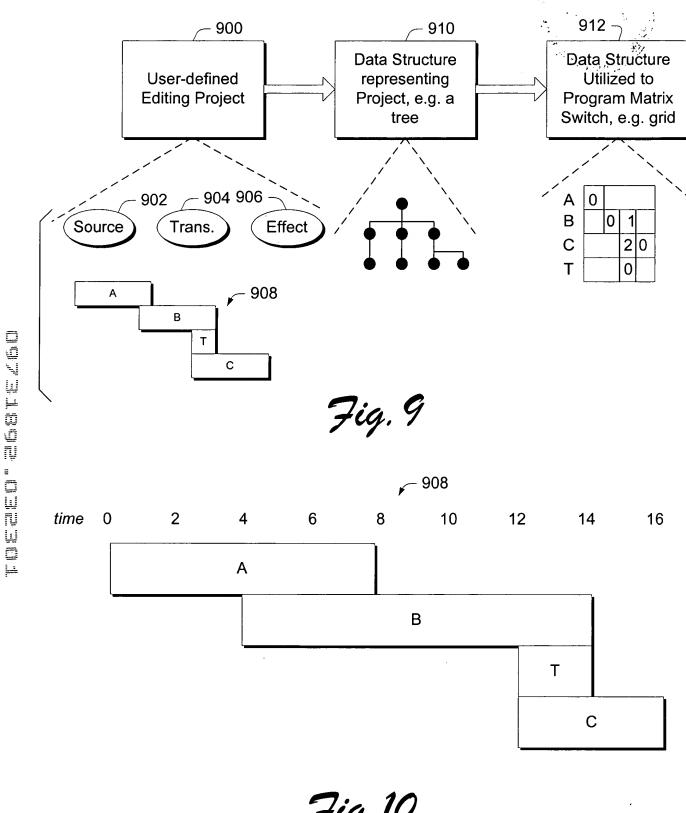
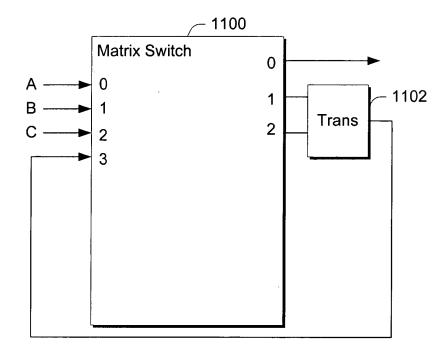
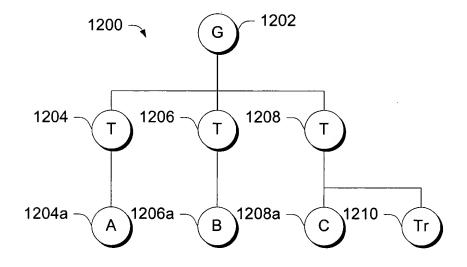


Fig. 10

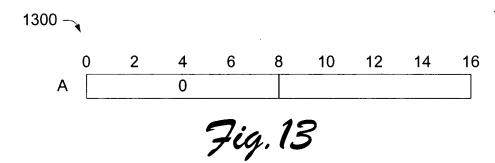


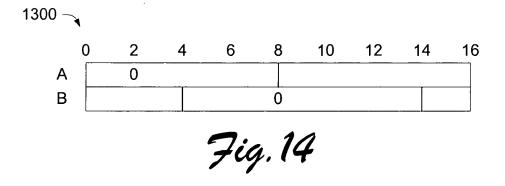
7ig.11



7ig.12

Trans





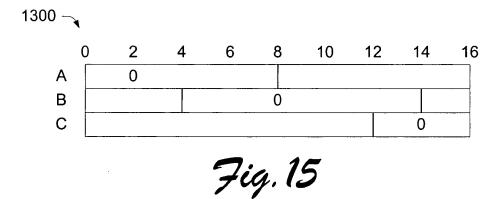


Fig. 16

0

1300 🛶 16 0 2 6 8 10 12 14 0 Α В 0 [0] 1 [0] 2 С 0 Trans 0

Fig. 17

1300 🔫

()	2	4	1	6	8	10	1	2 ′	14	16
(0) A		0									
(0) A (1) B						0			[0] 1		
(2) C								•	[0] 2		0
(3) Trans									0		

Fig. 18

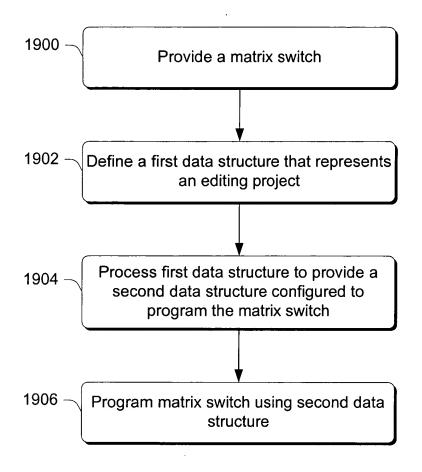
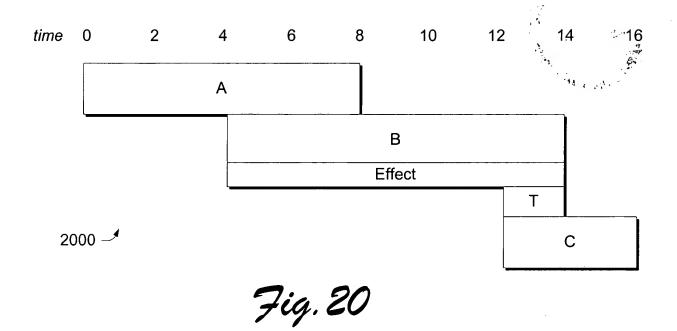


Fig. 19



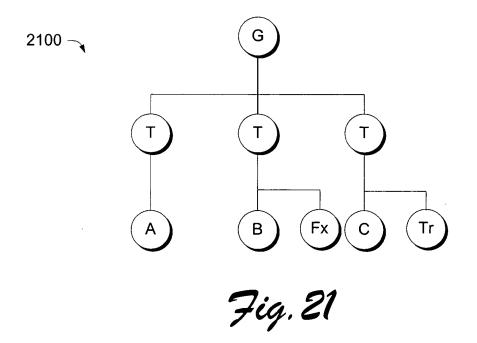


Fig. 22

2200 🛶

	0	2	4	6	8	10	12	14	16
(0) A		0							
(1) B						[0] 1			
(2) Fx						0	[(0] 2	
(3) C	-						[(0] 3	0
(4) T								0	

Fig. 23

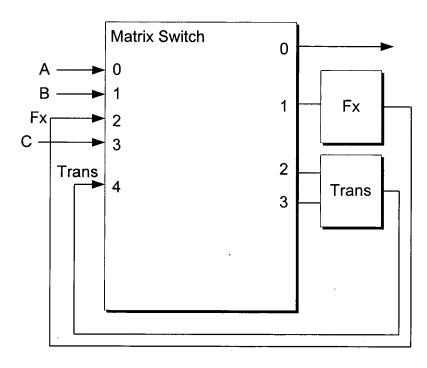
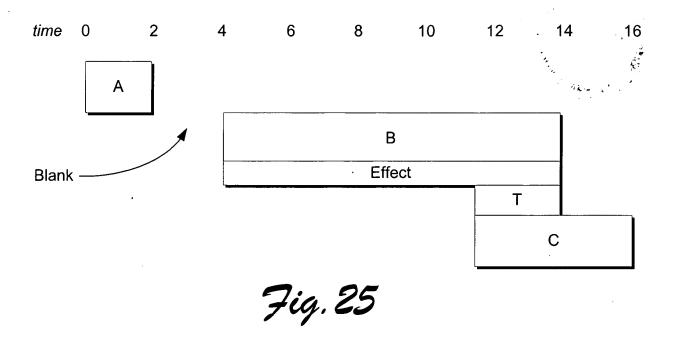


Fig. 24



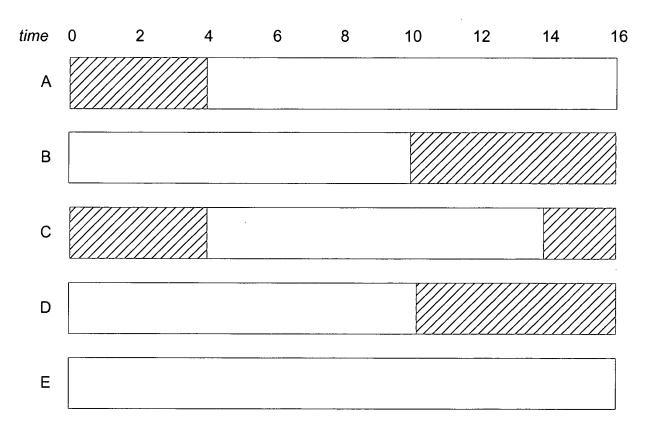


Fig. 26

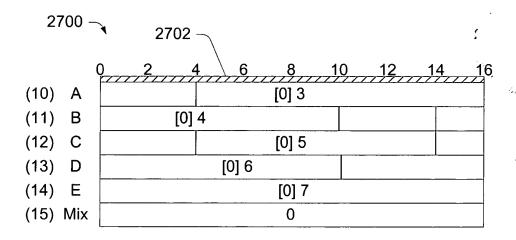


Fig. 27

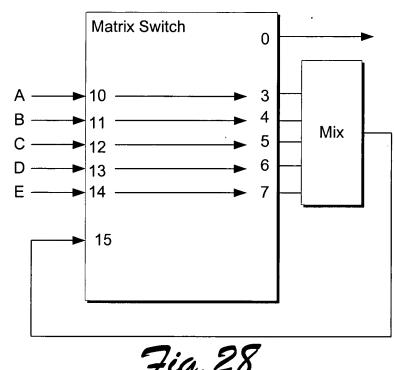


Fig. 28

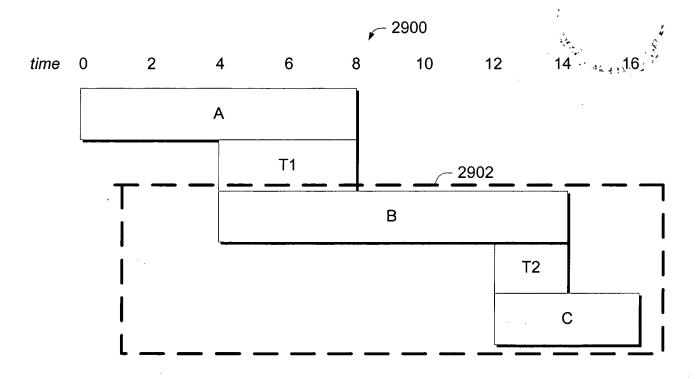


Fig. 29

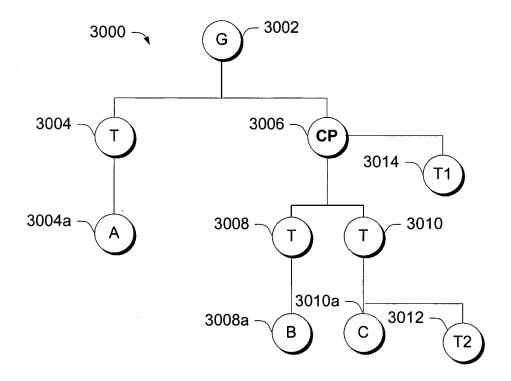
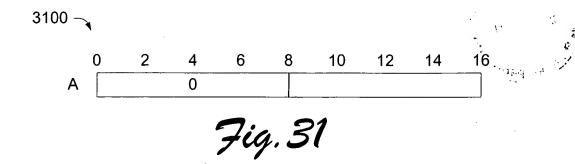
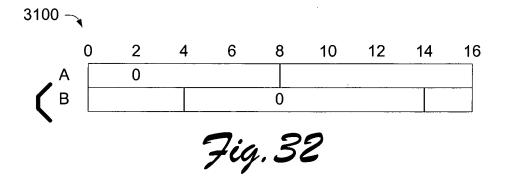
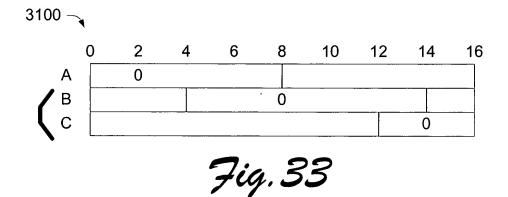
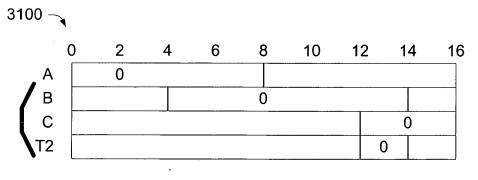


Fig. 30









7ig.34

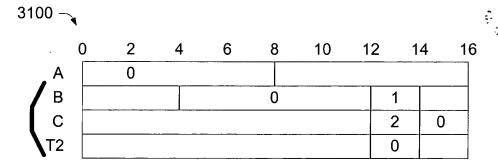


Fig. 35

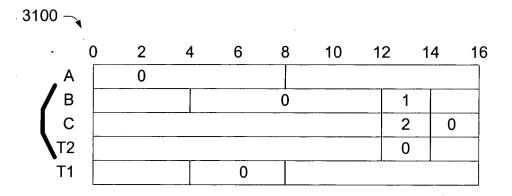
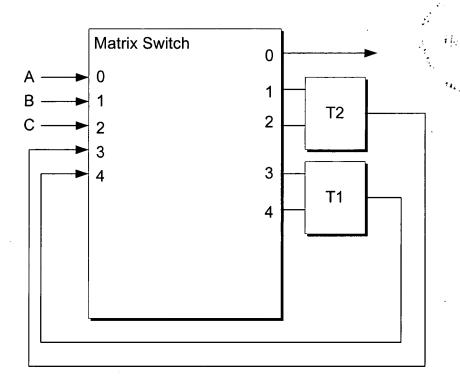


Fig. 36

3100 -0 6 2 4 8 10 12 14 16 (0) Α 0 3 (1) В 4 0 С (2) 2 0 T2 (3) 0 (4) T1

Fig.37



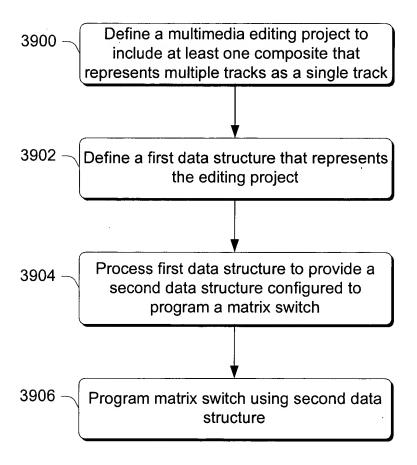


Fig.39

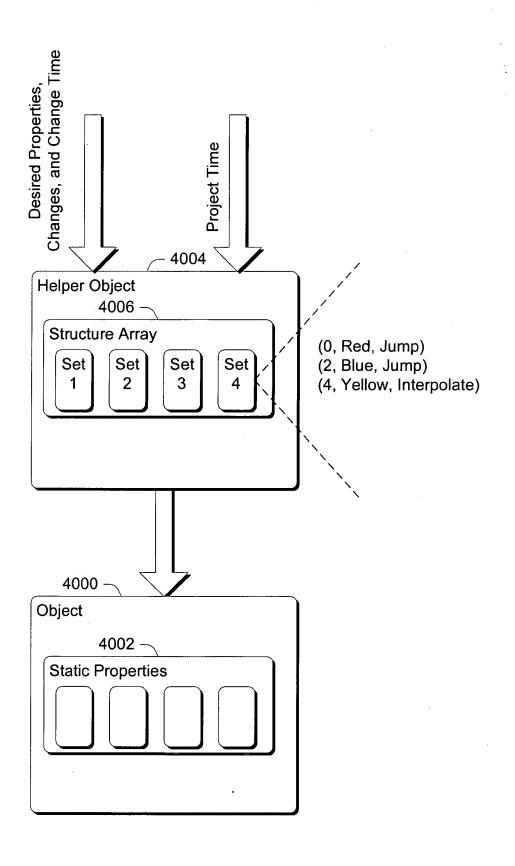
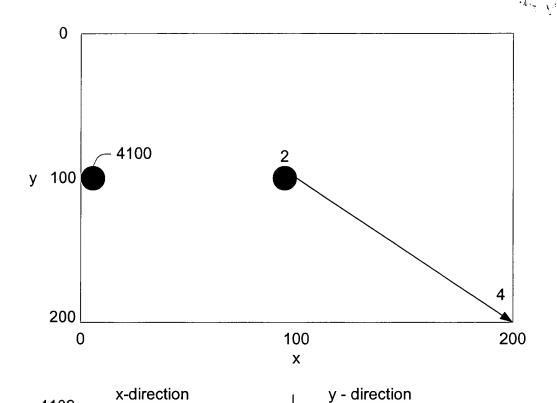


Fig. 40



(0, 0, jump) (2, 100, jump) (4, 200, interpolate) (y - direction) (0, 100, jump) (2, 100, jump) (4, 200, interpolate)

Fig.41

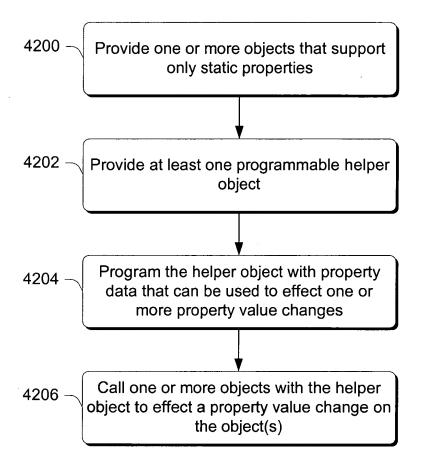


Fig. 42

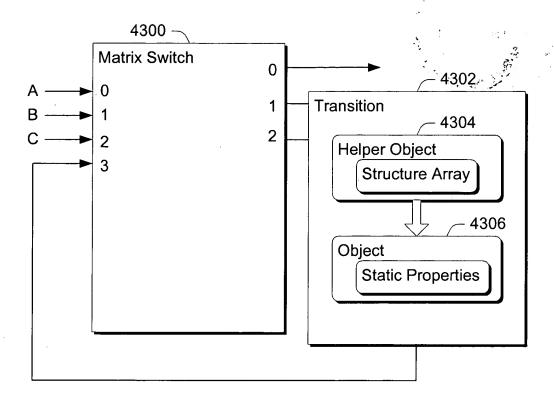


Fig. 43